PlayStation®

NTSC U/C

PlayStation®

EVERYONE

CONTENT RATED BY ESRB

SLUS-00797

R4™

RIDGE RACER TYPE 4

namco®

WARNING: READ BEFORE USING YOUR PlayStation® GAME CONSOLE:

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation® game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PlayStation® DISC:

- This compact disc is for use only with the PlayStation game console.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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R4™

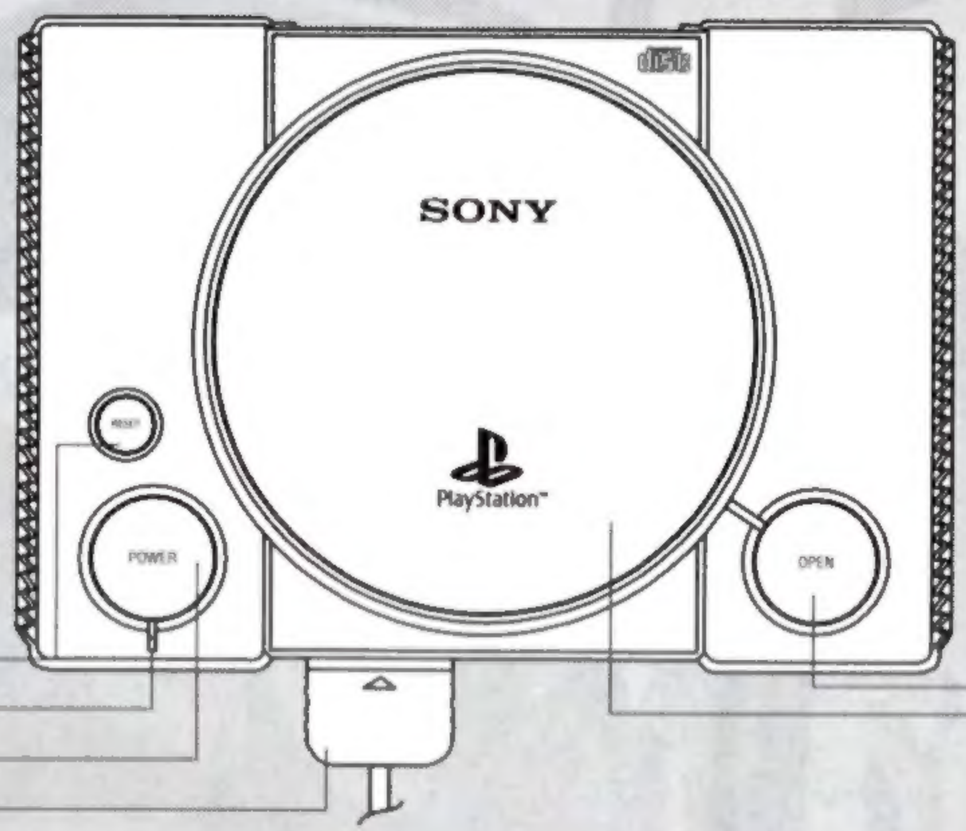
RIDGE RACER TYPE 4

Setup

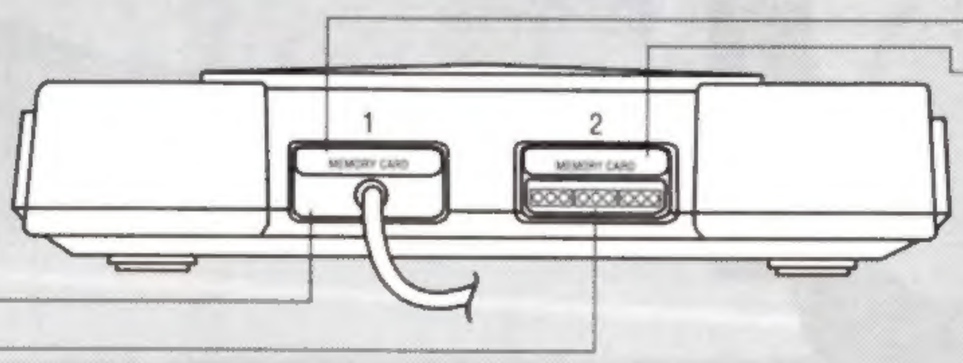
To load and run R4 RIDGE RACER TYPE 4 on your PlayStation® game console, follow these simple instructions:

Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the R4 RIDGE RACER TYPE 4 disc and close the disc cover. Insert game controller(s) and turn on the PlayStation game console. Follow on-screen instructions to start a game.

Top View



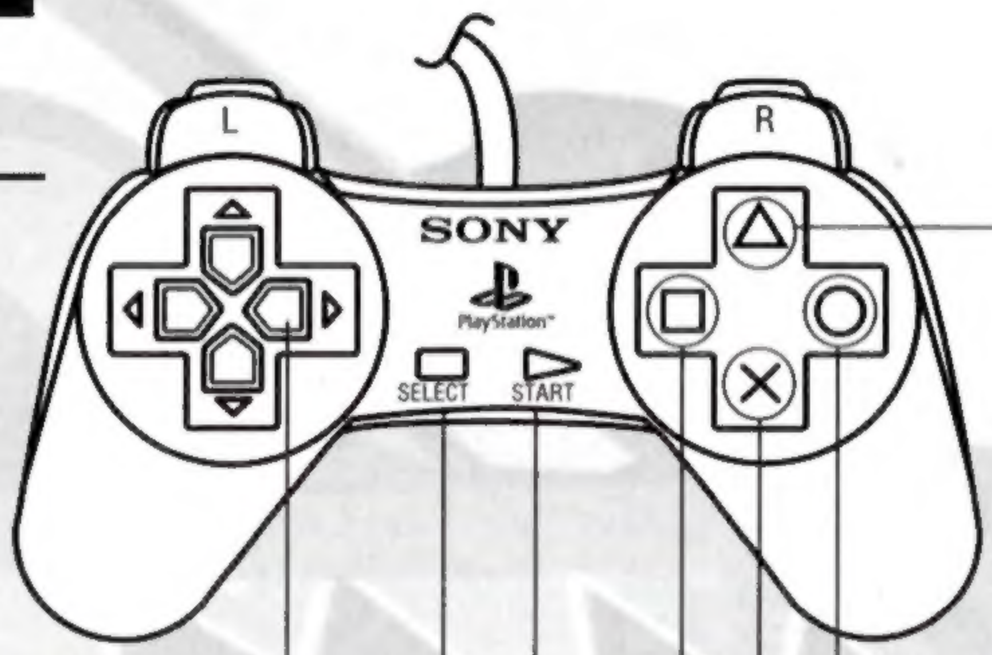
Front View



Controls

Controller

Front View



DIRECTIONAL BUTTONS

SELECT BUTTON

START BUTTON

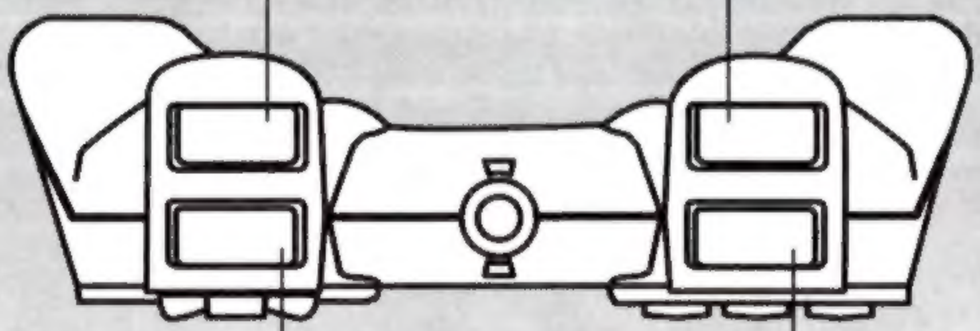
△ BUTTON

○ BUTTON

× BUTTON

□ BUTTON

Top View



L2 BUTTON

R2 BUTTON

L1 BUTTON

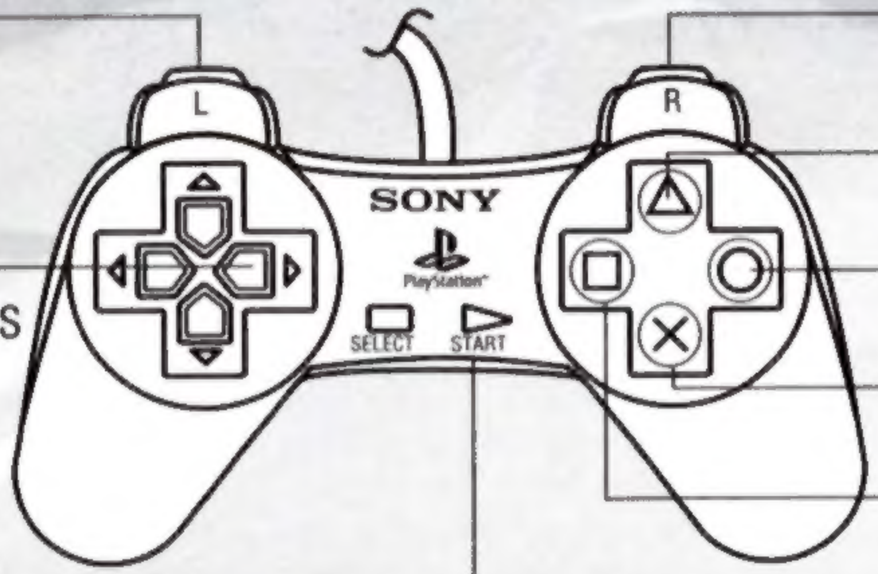
R1 BUTTON

Basic Operation

Standard Controller: Default Settings

The diagram below describes how to use the Standard Controller. In addition to this controller, R4 Ridge Racer Type 4 also allows the use of controllers such as the *NegCon*, *Jogcon*, and the *Analog Controller (Dual Shock)* (each sold separately).

Front View



L1, L2 BUTTONS
SHIFT DOWN (MT ONLY)

DIRECTIONAL BUTTONS
STEERING / CHOOSE MENU OPTIONS

START BUTTON
START / PAUSE GAME
SKIP MESSAGES

R1, R2 BUTTONS
SHIFT UP (MT ONLY)

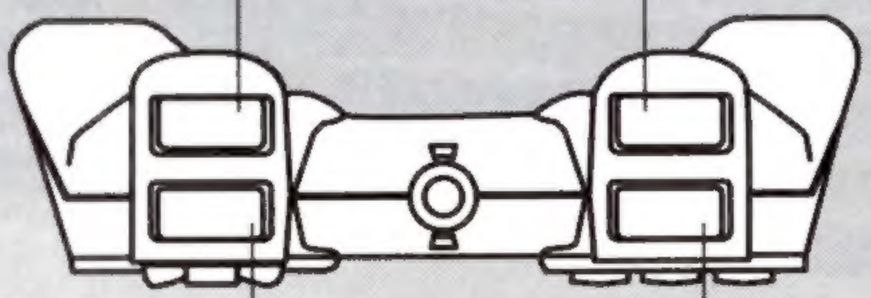
△ BUTTON
CHANGE RACE VIEW

○ BUTTON
SELECT (MENU OPTIONS, ETC.)

✕ BUTTON
ACCELERATE / CANCEL (MENU OPTIONS, ETC.)

□ BUTTON
BRAKE

Top View



L2 BUTTON

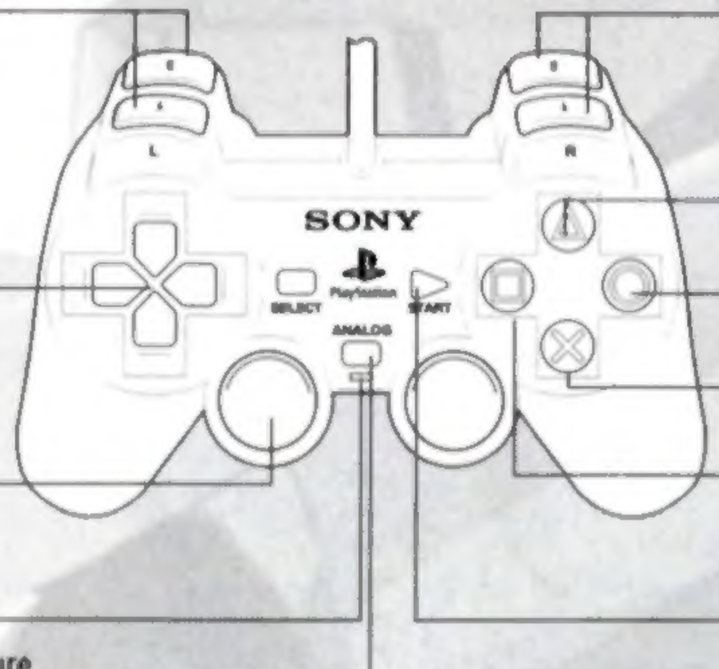
R2 BUTTON

L1 BUTTON

R1 BUTTON

Analog Controller (Dual Shock): Default Settings

The Analog Controller gives you enhanced steering control with the Analog Stick. The controller will also vibrate whenever your car is involved in collisions (Dual Shock version only).



L1, L2 BUTTONS
SHIFT DOWN (MT ONLY)

DIRECTIONAL BUTTONS
STEERING / CHOOSE MENU OPTIONS

LEFT ANALOG STICK
(LED ON) - STEERING

LED

*R4 supports the Dual Shock's vibration feature. The controller will vibrate regardless of whether the analog mode is turned On/Off (LED light On/Off). To enable or disable the vibration feature, go to *Controller Setup Player 1* under the Options menu (see page 31).

R1, R2 BUTTONS
SHIFT UP (MT ONLY)

△ BUTTON
CHANGE RACE VIEW

○ BUTTON
SELECT (MENU OPTIONS, ETC.)

✕ BUTTON
ACCELERATE / CANCEL (MENU OPTIONS, ETC.)

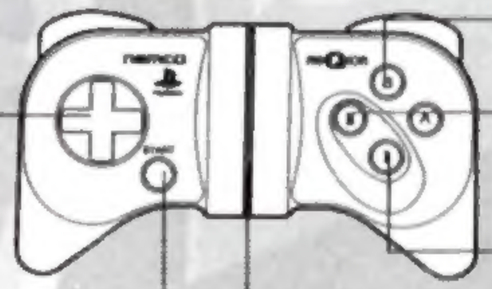
□ BUTTON
BRAKE

START BUTTON
START / PAUSE GAME
SKIP MESSAGES

ANALOG MODE SWITCH
PRESS THE ANALOG MODE SWITCH (LED ON) TO USE THE LEFT ANALOG STICK FOR STEERING CONTROL.

NegCon: Default Settings

The NegCon simulates the subtle nuances of a steering wheel by allowing you to turn the car with a left/right twisting motion.



DIRECTIONAL BUTTONS
CHOOSE MENU OPTIONS / SHIFT GEARS IN MT

UP BUTTON SHIFTS DOWN, DOWN BUTTON SHIFTS UP

START BUTTON
START / PAUSE GAME
SKIP MESSAGES

B BUTTON
CHANGE DRIVER'S VIEW

II BUTTON
BRAKE / CANCEL
(MENU OPTIONS, ETC.)

I BUTTON
ACCELERATE / SELECT
(MENU OPTIONS, ETC.)

RIGHT/LEFT TWIST
STEERING

Jogcon: Default Settings

The Jogcon provides an enhanced simulation of a steering wheel with a Dial located at the center of the controller. A motor attached to the Dial creates a force-feedback effect to imitate the feel of a steering wheel under actual driving conditions.

JOGCON MODE SWITCH
PRESS THE JOGCON MODE SWTICH (LED ON) TO USE THE DIAL FOR STEERING CONTROL

L1, L2 BUTTONS
BRAKE

R1, R2 BUTTONS
ACCELERATE

△ BUTTON
CHANGE RACE VIEW

DIRECTIONAL BUTTONS
CHOOSE MENU OPTIONS / SHIFT GEARS IN MT

UP BUTTON SHIFTS DOWN, DOWN BUTTON SHIFTS UP

○ BUTTON
SELECT (MENU OPTIONS, ETC.)

✕ BUTTON
CANCEL (MENU OPTIONS, ETC.)

START BUTTON
START / PAUSE GAME
SKIP MESSAGES

DIAL
STEERING

* WHEN THE JOGCON MODE IS TURNED OFF (LED OFF), THE JOGCON OPERATES LIKE A STANDARD CONTROLLER. SEE PAGE 4 FOR MORE INFORMATION.

Safety Mode

For safety purposes, the force feedback system will shut off after 60 seconds if no button presses are made or if a button is held down for 60 seconds (this excludes the Dial and MODE Switch). When this happens, it does not mean the Jogcon is malfunctioning. The force-feedback system will switch on again when a button press is detected. (When the controller switches in to Safety Mode, the words "SAFETY MODE" will be displayed on the screen.)

Operating the Dial

The basic technique is to hold the controller as shown to the right and move the Dial using your left and right thumbs (place each hand on the Jogcon's handles and wrap your other fingers around the handle for support).

Before a race starts, the Dial may rotate automatically in order to center itself. When this happens, lift your thumbs off the Dial and wait until it has stopped moving.

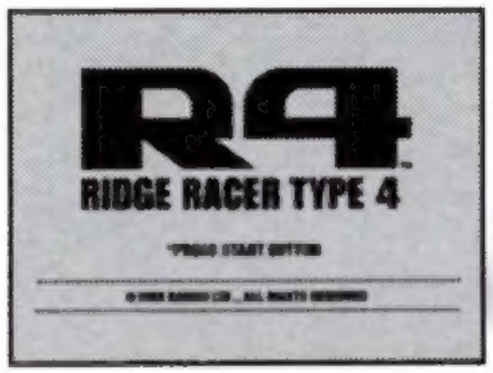
Jogcon Screen Display

When you are using the Jogcon, a centering gauge will be displayed on the screen. You can turn this display on and off during a race by pressing the SELECT Button.

Centering Gauge

Game Modes

From the Title Screen, press the START Button to proceed to the Mode Menu screen. Use the Directional Buttons to choose the mode you want, and then press the ◎ Button or START Button to select.



Grand Prix (Details Page 10)

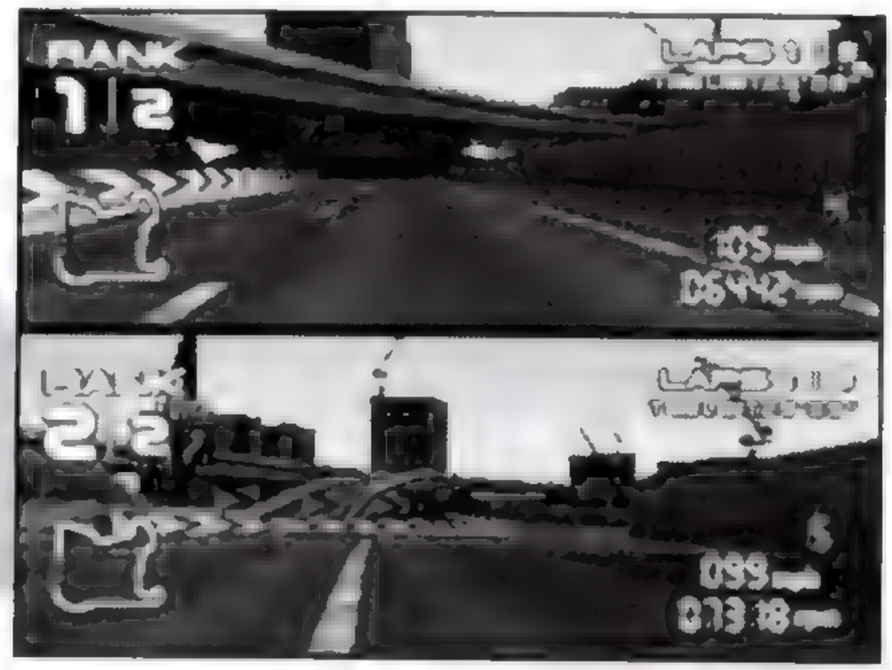
Grand Prix is the main game mode where you assume the role of a professional driver in a racing team. You must work together with the team manager to advance through the 1st and 2nd qualifying heats to compete in the final Grand Prix. Through a total of 8 races, you must complete the required laps for each course and finish in a qualifying position to go on to the next race in the competition. You achieve victory when you finish 1st in the final race.

Time Attack (Details Page 16)

In this mode, you race your machine of choice on a race-course by yourself. The goal in Time Attack is to defeat the record time for that course. In addition to the preset cars, you can also use cars that you've earned in a Grand Prix race. (However, only cars registered in the Garage can be used. This also applies in other modes as well.)

VS Battle (Details Page 19)

You and a friend can compete in head-to-head competition, with the screen split into two sections (top and bottom). As in Time Attack, you can race new cars earned in Grand Prix mode.



Garage (Details Page 21)

You can use the Garage to register cars that you've earned in the Grand Prix. Once a car is in the Garage, you can use them in the Time Attack and VS Battle modes. Registered cars can be customized with new paint jobs and preset decals. You can also create your own original decals to customize your car even more!

Records (Details Page 30)

In this mode, you can view trophies you've earned in Grand Prix mode as well as your course records in Time Attack mode.

Save & Load (Details Page 30)

Load and save game data. R4's PocketStation Garage applet can also be saved in this mode.

Options (Details Page 31)

You can change settings for controllers, screen display, and sound volumes here. You can also access the Music Player feature here to listen to the music in the game.

Grand Prix

You're a professional race driver. It's your job to sign up with a race team and try to win 8 Grand Prix races. As your driving skills improve (based on your finishing position), your team owner and manager will invest in newer, faster cars for you. Once you've won the final race, you'll be able to keep these cars as your own and place them in the Garage. **(Note: To skip comments in Grand Prix mode, press the START Button.)**

Screen Display

Two views are available during each race: *Driver's View* (showing the road from the driver's position) and *Overhead Cam* (located slightly above and behind the vehicle). During a race, use the △ Button to switch between these two views. Your operation of the car will not be affected, but *Driver's View* is recommended for achieving maximum realism.

Driver's View

Rear-View Mirror
Allows you to see behind you. This feature is not available in *Overhead Cam* view.

Position
Current position in race.

Record
Fastest lap time for this course.

Lap Time
Displays your lap times.

Time Limit
Time remaining in race. If you cannot finish the race before time counts down to zero, you must drop out of the race.

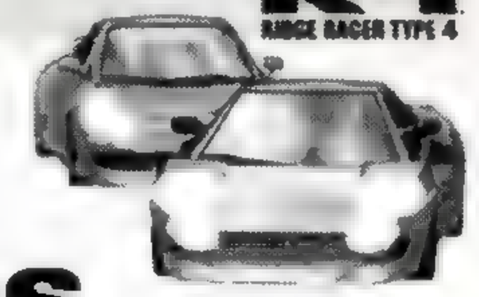
Tachometer
Revolutions per minute.

Gear
Displays the current gear position.

Speed
Current speed.

Course Map
Overall map of the course. Also shows the current location of your car.

Overhead Cam

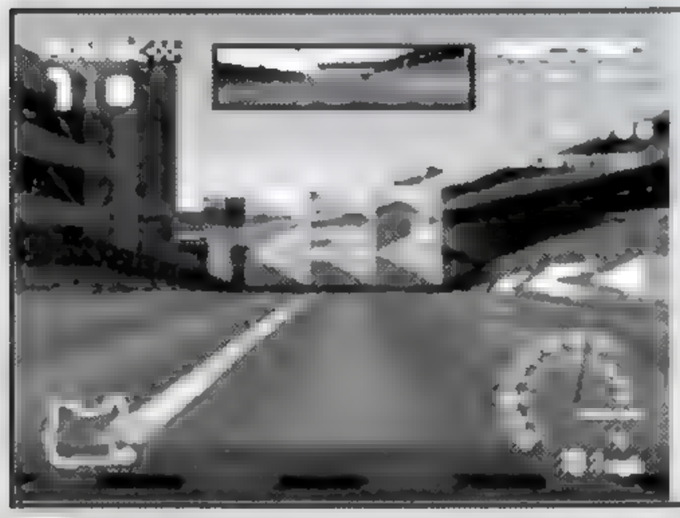


Basic Rules

1. The Grand Prix is divided into 3 stages: The 1st and 2nd qualifying heats (2 races each) and the Final Grand Prix (4 races). You must complete the required laps for each race and finish in a qualifying position in order to advance to the next race.
2. If you do not place high enough to qualify for the next race, or you are not able to complete the race within the time limit, you must retire from the race.
3. After dropping out of a race, you are presented with the following options:

Retry	You have 4 chances to qualify in the same race. The game is over when you fail to qualify, and you have no more chances left.
End	Exit from Grand Prix mode.

4. You achieve ultimate victory when you advance through the first 7 races and finish 1st in the final race of the Grand Prix.



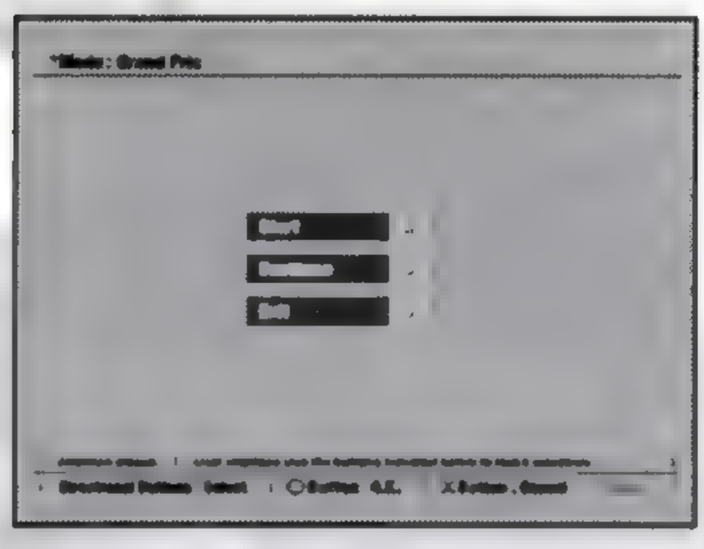
Pause Menu

You can pause the game by pressing the START Button during a race. When the Pause Menu is displayed, choose between the 2 options by using the Directional Buttons on your controller, and press the START Button to select.

Cancel
Undo pause.
Retire
Retire from race.

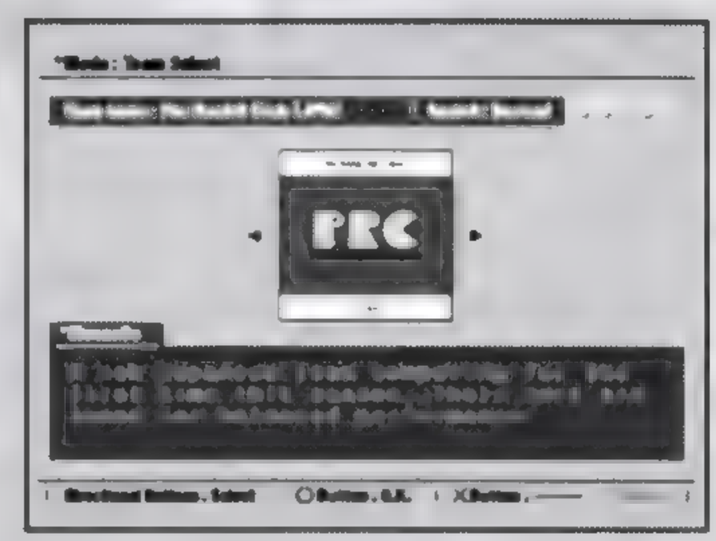
Continuing A Saved Game

From the Mode Menu, choose *Grand Prix* and press the ◎ Button to select. If you have saved data available, you will be given the option to *Start* or *Continue*. Choose *Start* to begin a new Grand Prix competition from the beginning, or choose *Continue* to continue a previously saved race.



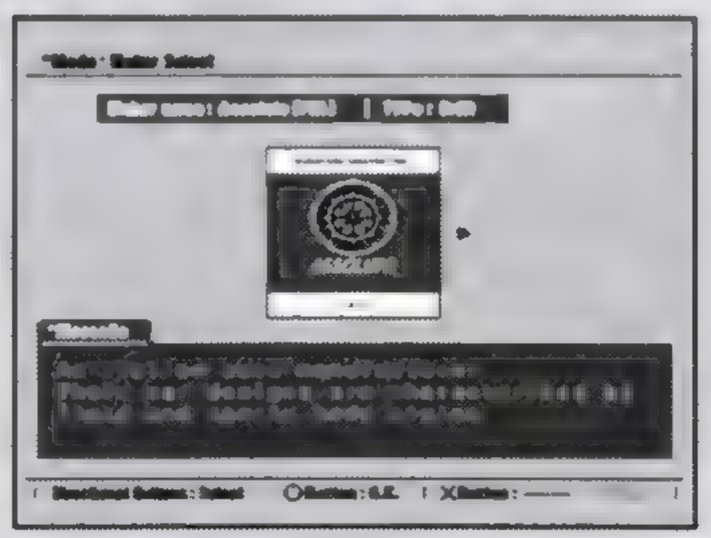
Selecting A Team

Use the Directional Buttons to choose a team from the 4 available teams, and press the ◎ Button to select. Each team's cars have different designs and some team's cars may be more difficult to drive than others. For more details on teams, see page 34.



Selecting A Car Manufacturer

After you are introduced to your new team, you will see the Maker Select Menu. Use the Directional Buttons to choose the manufacturer of your choice and press the ◎ Button to select. Each manufacturer has a distinctive design style and driving characteristics. For more details on each manufacturer, see page 33.



Car Data Menu Screen

This screen allows you to view detailed information about the car you have selected.

Maker Name
Automobile manufacturer selected.

Team Name
Name of selected team.

Car Name
Name of car.

Max Speed
Maximum speed.

Stage
Car Category:

Stage 1 Heat 1 Car
Stage 2 Heat 2 Car
Stage 3 Final GP Car
Stage 4 Final GP / Final Race Car

Type
Type of vehicle (DRIFT or GRIP.) See page 37-38.

O.K.

Proceed to transmission selection (AT or MT).

AT or MT

After selecting *O.K.*, choose between *AT* (automatic transmission) and *MT* (manual transmission) using the up/down Directional Buttons.

Course Data Menu Screen

When you are ready to start the race, use the up/down Directional Buttons to choose *Start* and then press the ◎ Button to select. Each of the eight races in the 1st and 2nd qualifying rounds and the final round are run on a different course. For details on the characteristics of each course, see pages 35-36.

Start
Proceed to race start screen.

LAPS
Number of laps in the race.

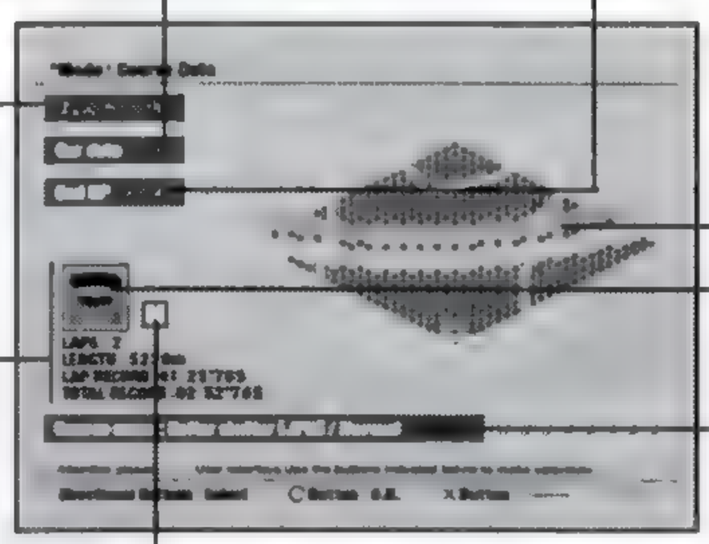
LENGTH
Length around one lap

LAP RECORD
Record lap time for this course.

TOTAL RECORD
Record total race time for this course.

Car Data
Return to car data screen.

End GP
Exit from Grand Prix and return to Mode Menu.



Overall Course Map

Course Symbol

Course Name

Course Direction
N Normal
R Reverse

Race Start Screen

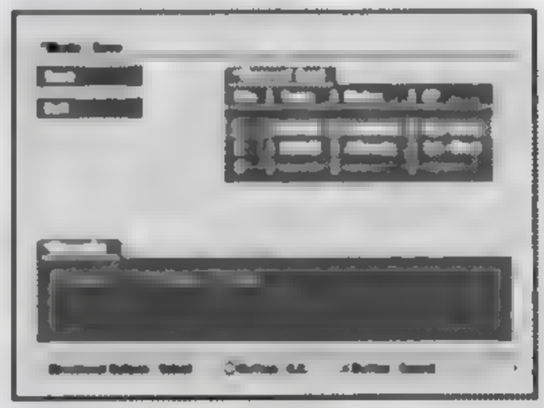
The Race Start Screen is displayed as the race is about to begin. At this time you can use the left/right Directional Buttons to choose the background music for the race.

New Car Investment

Your team will invest in a new car prior to Heat 2, Final GP, and the final race of the Grand Prix. Your race performance will directly affect the kind of car your team purchases for you. The better your performance, the better the car you'll get. If your driving skills are deemed too low, you may have to settle for just a tune-up on your old car.

Saving Data

You can save a Grand Prix race in progress immediately after completing Heat 1 or 2. You also have a chance to save your race after the 3rd race of the Final Grand Prix. However, newly acquired cars cannot be registered in the Garage until you win the entire Grand Prix. After selecting the Save option, choose a save file with the up/down Directional Buttons and press the ◎ Button to save. You can save up to 3 Grand Prix races.



* Warning: You will lose all data from a previously saved game file if you overwrite that file with a new saved game.

Save	Saves Grand Prix game data. Note that Grand Prix, Time Attack, Garage, Record, and Options data are all saved in a single saved game file. Only one saved game can exist on a single Memory Card. All old data will be erased when new data is recorded.
Exit	Return to the game screen.

Game Over

The game is over when you fail to qualify for a race, and you have used up all your chances to retry the race. The game also ends when you select the *End GP* option.

Time Attack

In this mode, you race your machine of choice on a racecourse by yourself. The goal in Time Attack is to defeat the record time for that course. In addition to the preset cars, you can also use cars that you've earned in a Grand Prix race. (However, only cars registered in the Garage can be used.)

Basic Rules

At the beginning only four courses are available for Time Attack, but the final four courses become available after the player makes it past the qualifying heats into the final round of a Grand Prix.

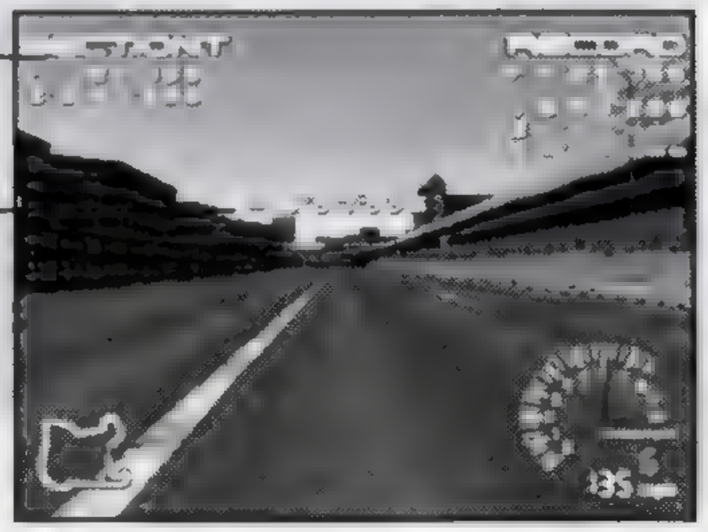
Note: In Time Attack, a player must retire from the race if he or she drives backwards before the timer starts or drives backwards for a full lap around the course.

Screen Display

Time Attack displays *Section Time* in place of *Driver Position* displayed in Grand Prix mode. Also there is no time limit, and the rear-view mirror is not displayed.

Section Time
Time for each section of the course.

Difference
The difference between the last section time and the fastest record time for that section. "-" means that the player's time is faster than the record time, and "+" means that it is slower.



Course Select Menu Screen

Choose between courses using the left/right Directional Buttons. Choose between menu options with the up/down Directional Buttons, and press the ◎ Button to select.

O.K.	Proceed to the Car Select Menu.
Save	Saves game data. Note that Grand Prix, Time Attack, Garage, Record, and Options data are all saved in a single saved game file. Only one saved game can exist on a single Memory Card. All old data will be erased when new data is recorded.
Exit	Return to the Course Select Menu.

Car Select Menu Screen

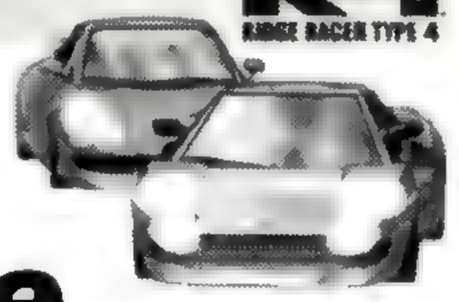
Both preset and new cars you've registered in the Garage are available in this menu. After choosing the car you want with the left/right Directional Buttons, place the cursor on *Start* and press the ◎ Button to select.

Start	Select transmission type (AT or MT) and proceed to the Race Start Screen.
Garage or Preset	Switch between the preset cars and the cars you've registered in the Garage with the ◎ Button. Choose the car you want with the left/right Directional Buttons.
Exit	Return to the Course Select Menu.

End of Time Attack

After completing the race, your lap times and total race time will be displayed first, followed by your overall ranking. Use the up/down Directional Buttons to choose from the menu items and press the ◎ Button to select. If your time ranking is within the top 5, you can enter your name into the records. Use the left/right Directional Buttons to move the cursor and the up/down Directional Buttons to choose letters. Once your name is entered in correctly, press the ◎ Button to select.

Retry	Retry Time Attack race on the same course.
Car & Course Change	Change car or course and play Time Attack again.
Exit	Return to the Mode Menu.



VS Battle

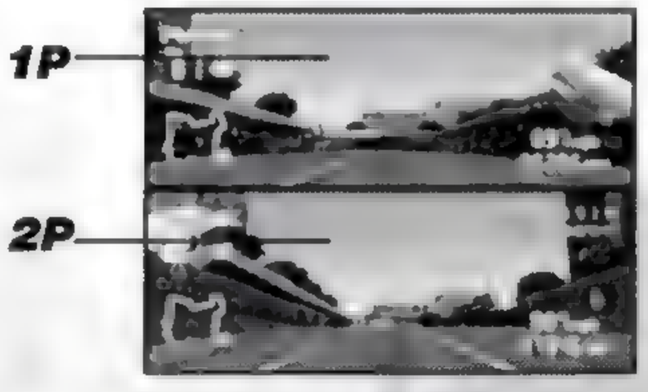
You and a friend can compete in head-to-head competition, with the screen split into two sections (top and bottom). As in Time Attack, you and your competitor can race new cars earned in Grand Prix mode. (However, only cars registered in the Garage can be used.)

Basic Rules

1 The player to complete the required number of laps first wins.
2 The race is over when the first player crosses the finish line.

Screen Display

In VS Battle mode, the screen is split into top and bottom sections. Player 1's car is displayed on top, and player 2's car on the bottom.



Car Select Menu Screen

Both preset and new cars registered in the Garage are available in this menu. After choosing the car you want with the left/right Directional Buttons, place the cursor on *Start* and press the ◎ Button to select. Player 1 selects first.

O.K.	Proceed to Course Select Menu.
AT or MT	Choose between automatic (AT) or manual (MT) transmission.
Load	Load car data from the Garage. Player 1 loads car data from Memory Card Slot 1 and player 2 loads from Slot 2.
Garage or Preset	Switch between the preset cars and the cars you've registered in the Garage with the ◎ Button. Choose the car you want with the left/right Directional Buttons.
Exit	Return to the Mode Menu.

Course Select Menu Screen

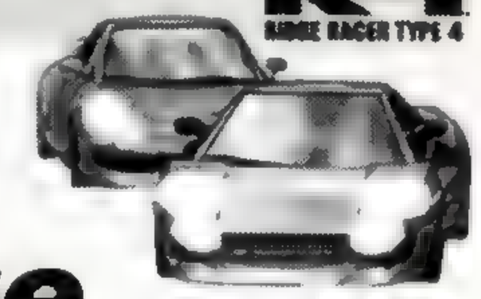
Choose a course by using the left/right Directional Buttons. You can also set the number of laps as well as the number and skill level of cars driven by the computer. You can change these settings by selecting the appropriate menu item and using the left/right Directional Buttons within each menu. When you have changed the settings to your liking, use the Directional Buttons to choose *Start* and then press the ◎ Button to select.

Start	Start the race.
Laps	Choose from 2 to 9 laps.
Com car	*Number* determines the number of cars driven by the computer (up to 2), and *Level* sets their skill level (1 [Weak] to 4 [Strong])
Exit	Return to the Car Select Menu.

End of VS Battle

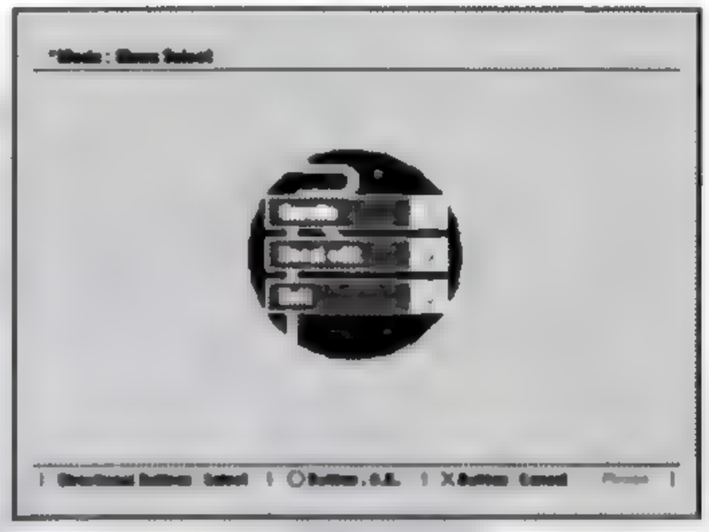
When the race is complete, results will be displayed showing the winner and loser. Use the up/down Directional Buttons to choose a menu option and press the ◎ Button to select.

Retry	Retry VS Battle race on the same course.
Car & Course Change	Change car or course and play VS Battle again.
Exit	Return to the Mode Menu.



Garage

You can use the Garage to register cars that you've earned in the Grand Prix. Once a car is in the Garage, you can use them in the Time Attack and VS Battle modes. Registered cars can be customized with new paint jobs and preset decals. You can also create your own original decals to customize your car even more!



Garage	Register cars acquired in Grand Prix mode or change the decal on a car. See page 23 for more details.
Decal Edit	Create a new decal for your car. See page 25-29 for more information.
Exit	Return to the Mode Menu.

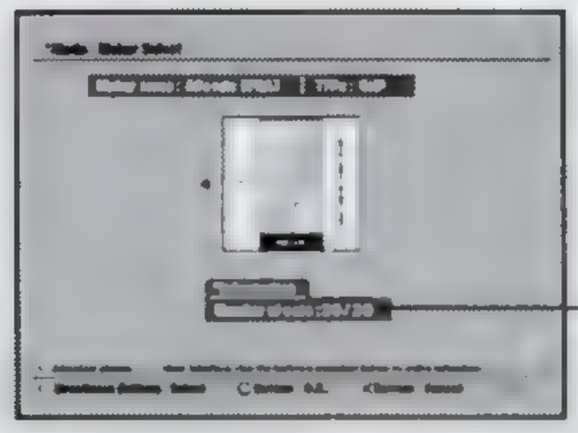
New Car Registration

There are 8 preset cars initially registered in the Garage. When you finish an entire Grand Prix race, these preset cars are replaced automatically with any newly acquired cars. However, once you have accumulated 9 or more new cars, additional cars will simply be added to the Garage without being registered. You MUST register these new cars in order to use them. To register them, or to customize your car, choose *Garage* and press the ◎ Button to select.

Change Car

When you want to replace one of your 8 registered cars with another car in your Garage, choose the car you want to replace with the right/left Directional Buttons, select *Change car* and press the ◎ Button.

Identify the new car you want to register by team and manufacturer, and then select the car number.



Number of Cars
Number of cars you have / total number of cars available (A flashing number next to a team or manufacturer's name means that a new car is available for that team or manufacturer.).

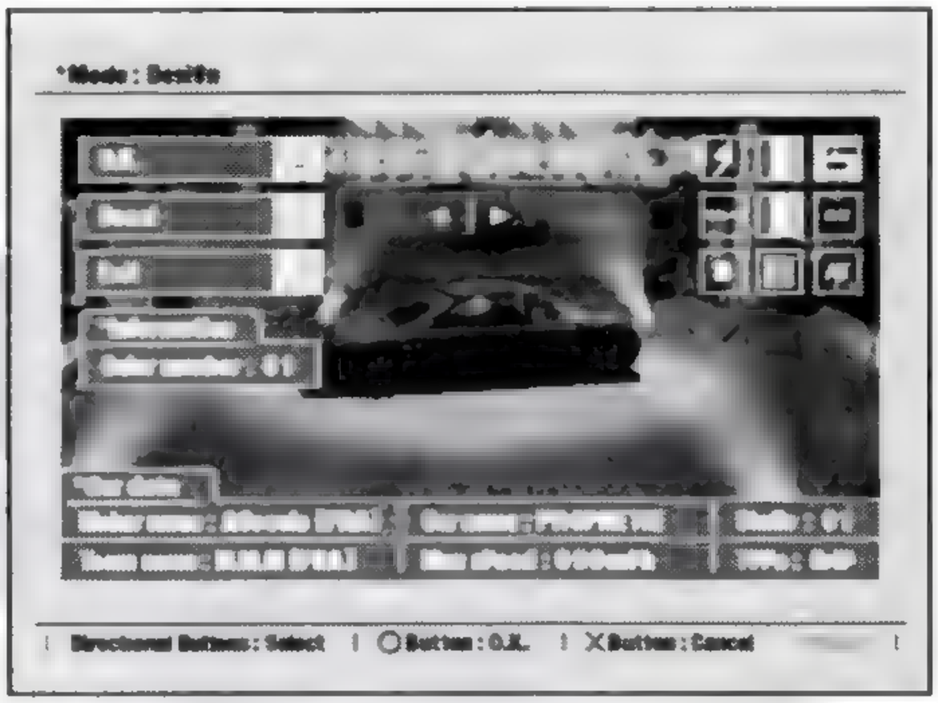
Selected
When this is displayed, the car cannot be selected since it is already registered.

Car Number
Car number (a flashing number signifies that the car has just been added).

Status Box
These numbered boxes show the cars you have acquired so far. The currently selected car is shown in orange, the cars in your possession are in yellow, and the cars you don't have yet are transparent.

Design

You can customize a car by choosing it with the left/right Directional Buttons and selecting the *Design* menu item by pressing the ◎ Button.



Change Car Color

When the Design Menu is displayed, use the left/right Directional Buttons to choose the desired color and press the ◎ Button to select it. Color availability will vary among manufacturers.

Change Car Decal

Choose *Decal* from the Design Menu and press the ◎ Button to select it. The Decal Select Menu will appear and sample decals will be displayed on-screen. Use the left/right Directional Buttons to choose the decal you want and press the ◎ Button to select it. Decal #0 is reserved for your original decal (see page 25-29 for more information). If you have not created a decal, choosing decal #0 will result in a solid-colored car (Note that a car with color #0 cannot have a decal.). When you're finished with all your changes, choose *O.K.* on the Design Menu and press the ◎ Button.

Save

This menu item allows you to save data. First, enter a name for your Garage. Use the Directional Buttons to highlight characters and press the ◎ Button to enter them. If you made a mistake, press the ⊗ Button to erase a character and back up the cursor. The name of your Garage can be up to 8 letters long. When you are finished entering your name, move the cursor to *End* and press the ◎ Button to save.

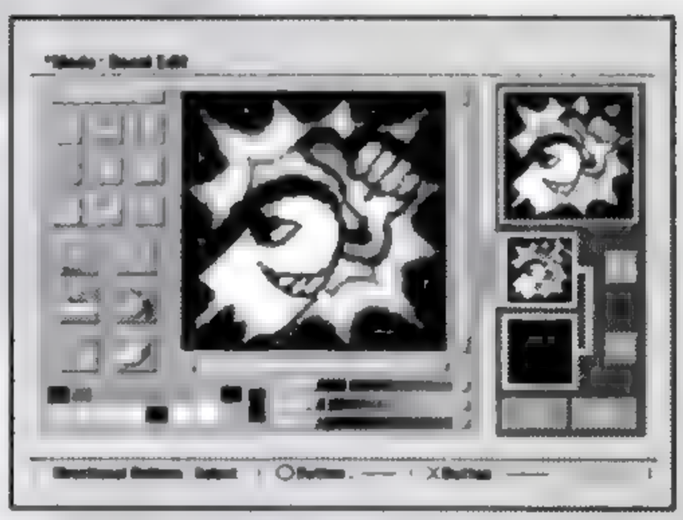
* Warning: Grand Prix, Time Attack, Garage, Record, and Options data are all saved in a single saved game file. Only one saved game can exist on a single Memory Card. All old data will be erased when new data is recorded.

Exit

This returns you to the Mode Menu.

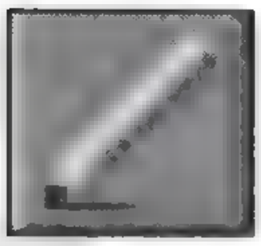
Decal Edit

R4 comes with several sample decals for you to use right away, but you can also create your own custom decal and install it on your car. To create your own decal, choose the *Decal edit* menu item and press the ◎ Button to select.



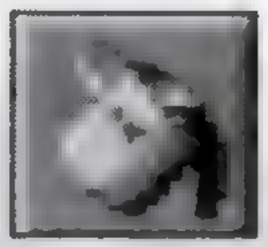
Icons

The icons on the screen represent various functions which can be performed by moving the cursor over the desired icon and pressing the ◎ Button. Each icon functions as follows:



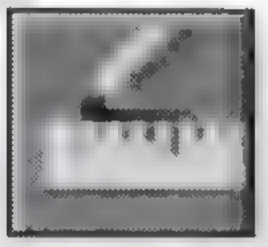
Pen

Draws at the cursor position.



Paint

Paints over an area of color around the cursor position with a new color.



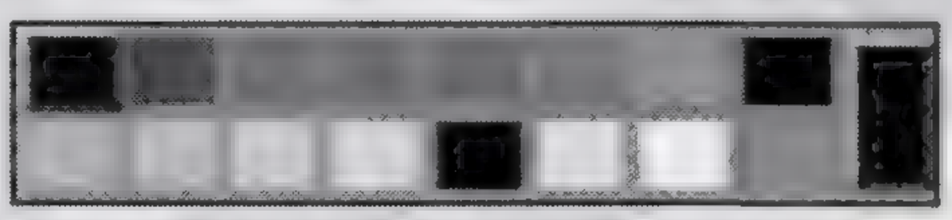
Line

Draws a straight line.

1. First press down on the ◎ Button inside the edit window.
2. Keeping the ◎ Button held down, move the cursor to a new position.
3. Release the ◎ Button. A straight line will be drawn between the two points.

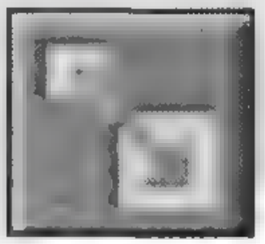
Eraser

Erases a point at the cursor position, leaving it transparent.

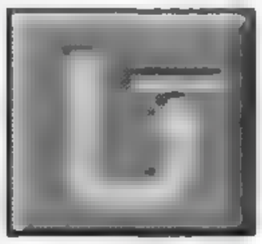


Palette

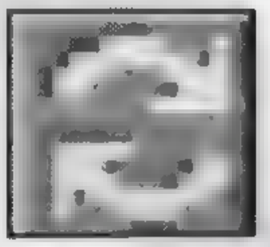
Selects the color used in *Pen*, *Line* and *Paint* functions.



Size
Changes the size of the *Pen*, *Line* and *Eraser* functions. With the cursor over the *Size* icon, press the ◎ Button to cycle through 1x1, 2x2, 4x4, and 8x8 sizes.



Undo
Undo the last function and return the edit window to its previous state (pressing the ◎ Button one more time will return the edit window to its original state before editing).



Rotate
Rotates the contents of the edit window 90 degrees clockwise.

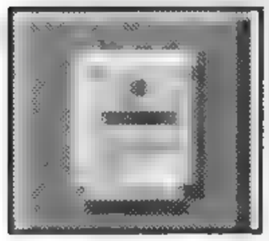
Horizontal Flip
Flips the contents of the edit window horizontally.

Vertical Flip
Flips the contents of the edit window vertically.

Move

1. Place the cursor over the move icon and press the ◎ Button to switch to *Move* mode. The cursor will automatically be relocated to the center of the screen.
2. Holding the ◎ Button down while you are in *Move* mode will change the cursor to the *Move Mode Cursor* (releasing the ◎ Button will change the cursor back to normal).
3. Move the *Move Mode Cursor* in the direction you want to move the edit window contents.

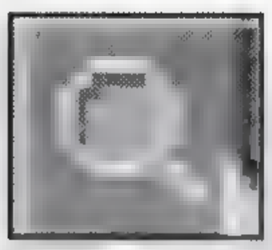
Erase Screen
Erases the contents of the edit window.



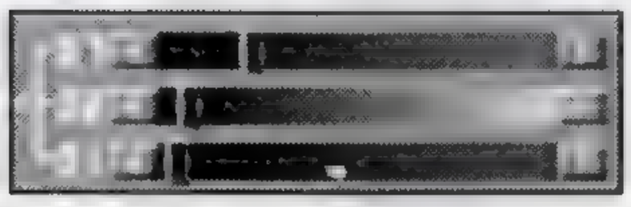
Memory Card
Save/load decal to or from a Memory Card.

Ⓧ *Button Function*
Allows you to assign a function to the Ⓧ Button. You can cycle through the assigned function from *Dropper*, *Eraser*, and *Undo*.

Dropper
See next page.



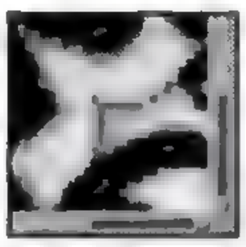
Magnifying Glass
Cycles the magnification level of the edit window from 1X, 2X, 4X, and 8X.



RGB Bar
Allows you to adjust the paint color accurately. Place the cursor over a color bar and press the ◎ Button to adjust the color value (You can change the color value in 1 unit increments by placing the cursor on the arrow icon at either ends of the bar and pressing the ◎ Button.).

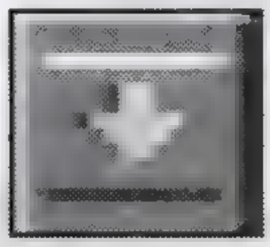
Load Sample
Loads any of the preset sample decals to the edit window. Choose the decal you want by using the left/right Directional Buttons, and press the ◎ Button to select it.

* Warning: Loading a sample decal will erase the design that is currently in your edit window.

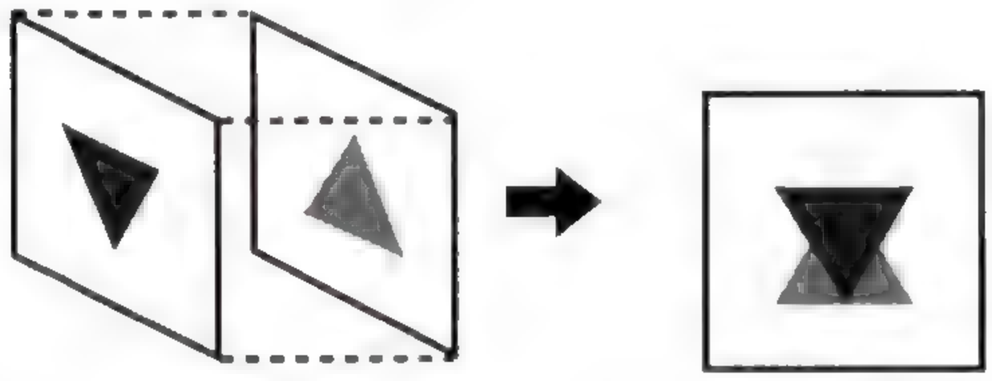


Scroll Bar
Scrolls the area displayed in the edit window up/down or left/right. Place the cursor on the arrow icon at either ends of the scroll bar or the bar itself to scroll the image.

Switch Layer Icon
Switches the top layer to the bottom and vice versa.



Copy Layer Icon
Copies the image from the top layer onto the bottom layer.



Layer Edit Function
In Decal Edit, it's possible to edit two separate images and then overlap them to create the final decal, as shown on the left. These two images are referred to as layers.

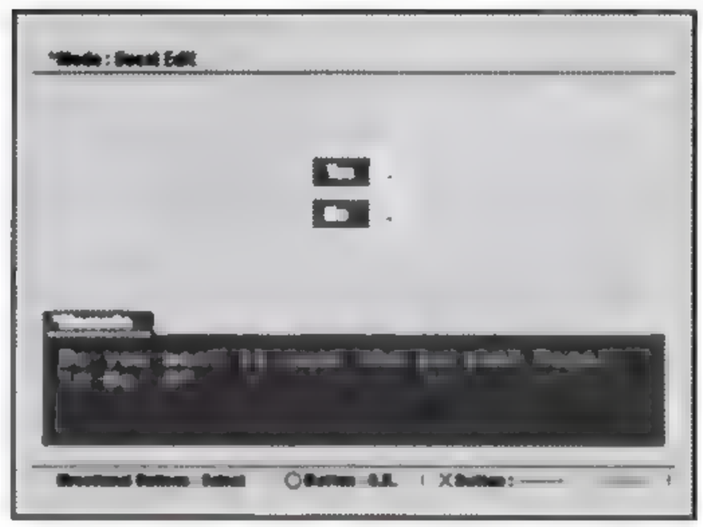
Decal Edit Shortcuts

The following shortcuts are available using the L1, R1, and ⊗ Buttons in Decal Edit:

L1 Button	Pressing the L1 Button makes the cursor jump back to the last function you used. If you hold down the L1 Button, you can select each function individually.
R1 Button	Holding the R1 Button down makes the cursor move faster.
⊗ Button (Dropper)	Pressing the ⊗ Button while inside the edit window will set the color of the *Pen*, *Line*, and *Paint* functions to the color at the cursor position.

Decal Registration

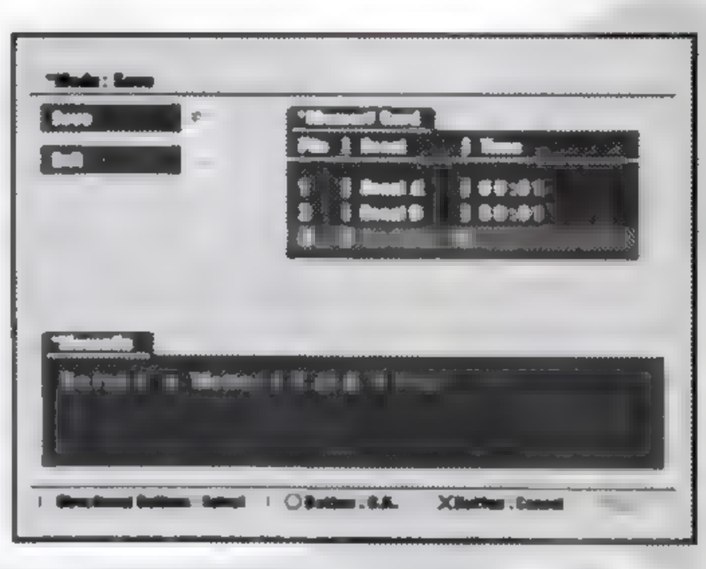
When you are finished creating your decal, move the cursor to *O.K.* and press the ◎ Button. The decal will be registered as your own original decal and saved in decal location #0. You cannot register more than one sticker at a time. When you are finished, move the cursor to *Exit* and press the ◎ Button to return to the Garage Menu.



* Warning: You will lose any image in your edit window when you exit.

Save/Load Decal

Place the cursor on the Memory Card icon and press the ◎ Button. This will display the Save and Load Menu screen. After choosing *Save* or *Load* with the up/down Directional Buttons and pressing the ◎ Button, you can choose the Memory Card block to save the decal data to (or load from). You can save up to 3 decals, but you need to have 1 Memory Card Block for each decal you save.



Records / Save and Load

Records

This mode allows you to review the Grand Prix trophies you've won as well as your time records in Time Attack.

Trophies	Shows the trophies you've won in Grand Prix mode.
Lap Records	Shows the top 5 lap times. To view car data, place the cursor over *Car data*, press the ◎ Button and use the up/down Directional Buttons to choose the record you want to view, and then press the ◎ Button again. This will show information about the car used to get the record. Use the left/right Directional Buttons to select records from another course.
Total Records	Shows the top 5 total race times. Use the same controls as in *Lap records* above to view information about the record.
Exit	Returns you back to the Main Menu.

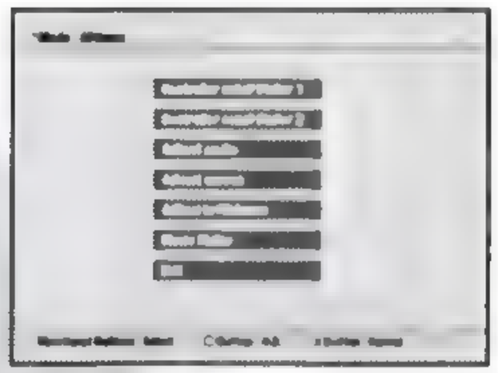
Save and Load

This mode saves and loads R4 game data. Choose a menu item with the Directional Button and press the ◎ Button to select. You can also save R4's PocketStation Garage Applet in this mode (See page 39-42 for more information.).

* Warning: Grand Prix, Time Attack, Garage, Record, and Options data are all saved in a single saved game file. Only one saved game can exist on a single Memory Card. All old data will be erased when new data is recorded.

Options

In Options, you can change your settings for controllers, screen display, and sound volumes. You can also access the Music Player feature here to listen to game music. Use the Directional Buttons to choose menu items and press the ◎ Button to select it.



Controller Setup: Player 1

This enables you to configure the settings for Player 1's controller. Use the left/right Directional Buttons to choose from 8 preset controller configurations and press the ◎ Button to select it. If you are using a Dual Shock Controller, you can turn *Vibration* on or off by using the up/down Directional Buttons.

If you are using a NegCon or Jogcon, you can adjust the steering setup for either controller after you choose the controller configuration by pressing the ◎ Button.

If you have a Negcon, hold the NegCon in an untwisted position and press the START Button. Next, choose the *Steering Play* amount with the left/right Directional Buttons and press the I Button to set it. Then use your left/right Directional Buttons again to choose the *Max Rotation* angle for the Negcon and press the I Button to finish the setup.

If you are using a Jogcon, set the Dial at the desired centering position and press the START Button. Next, choose the *Steering Play* amount with the left/right Directional Buttons and press the ◎ Button to set it. Then use your left/right Directional Buttons again to choose the *Max Rotation* angle for the Jogcon's Dial and press the ◎ Button. Finally, select the *Force Feedback Strength* amount with the left/right Directional Buttons to apply resistance to the Jogcon's Dial and press the ◎ Button to finish setup.

Controller Setup: Player 2

This allows you to configure the settings for Player 2's controller. Adjust settings as described above for Player 1.

Adjust Audio

This feature enables you to adjust the volume balance between the background music *(B.G.M.)* and sound effects *(S.E.)* during the game. First, choose either *B.G.M.* or *S.E.* with the up/down Directional Buttons and press the ◎ Button to select it. Next, use the left/right Directional Buttons to adjust the volume for that setting (setting it to the left will lower the volume) and press the ◎ Button to set it. You can also switch the audio output between *Mono* and *Stereo* output under the *Output* menu item (Enter the *Output* menu and use the left/right Directional Buttons to switch between the two settings.).

Adjust Screen

Use the left/right Directional Buttons to adjust the position of the screen.

Adjust Brightness

This is a reference screen that you can use to adjust the brightness setting on your television. For best viewing results during the game, adjust the brightness setting on your television so that all the circle marks on the screen are visible.

Music Player

The Music Player allows you to listen to the music that is played during the game. Use the left/right Directional Buttons to select a song. Press the ⊗ Button to exit the Music Player and return to the Options Menu. You can have a special display effect on the screen if you press the △ Button during music playback.

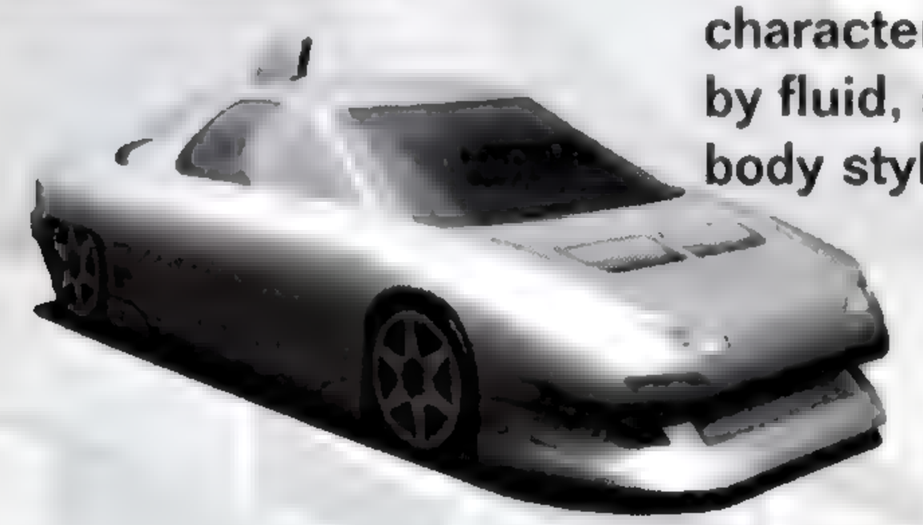
Exit

Return to the Main Menu.

Manufacturer Information

ASSOLUTO

Country	Italy
Type	Drift
Note	Assoluto's car designs are characterized by fluid, sporty body styles.

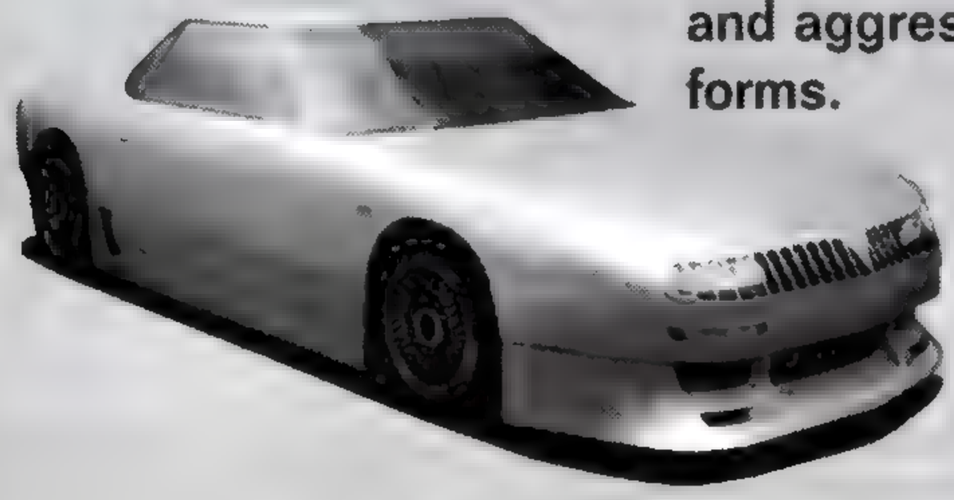


Age solo

Country	France
Type	Grip
Note	Their designs focus on compact, aero-dynamic body styles.

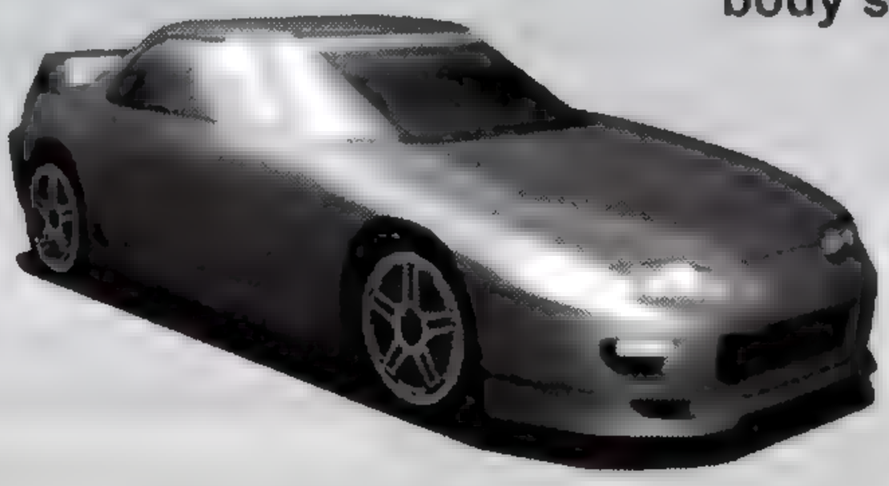
Lizard

Country	USA
Type	Drift
Note	Lizard's designs are noted for their dynamic and aggressive forms.



TERRAZI

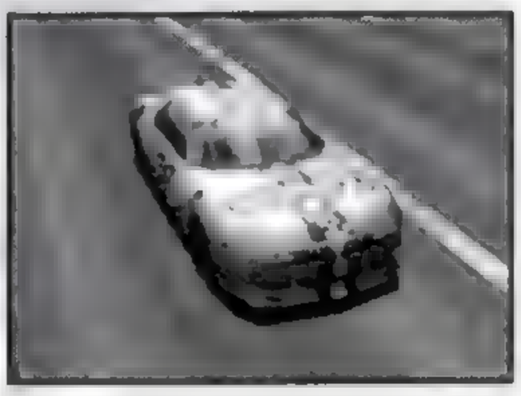
Country	Japan
Type	Grip
Note	Terrazi is renowned for their varied body styles.



Team Descriptions

Racing Team Solvalou (RTS)

Tuning	Hard
Profile	An elite Italian team with a record number of GP victories. Their cars are tuned for high performance.

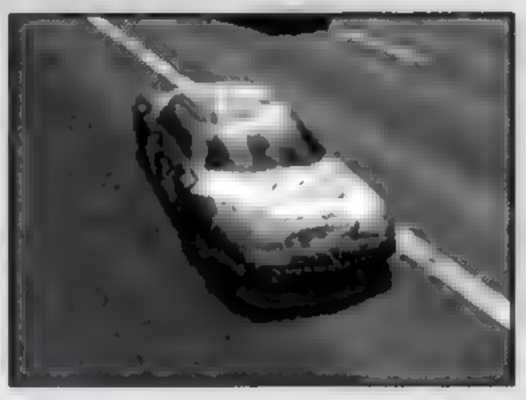


RC Micro Mouse Mappy (MMM)

Tuning	Easy
Profile	A French team with cars renowned for ease of handling. The team also has a new owner for this season.

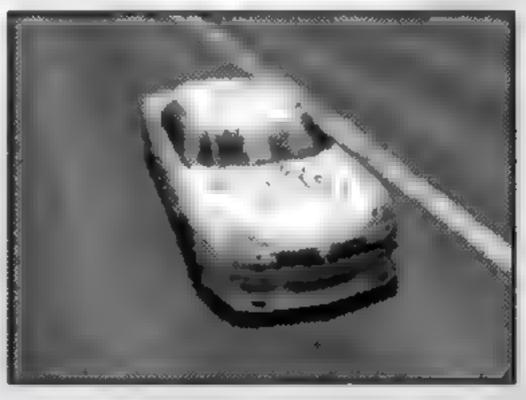
Pac Racing Club (PRC)

Tuning	Normal
Profile	A new Japanese team competing for the first time this season. Their cars are tuned for balanced performance.



Dig Racing Team (DRT)

Tuning	Expert
Profile	A winning team in the past, this American team is in a slump. Their limited budget will make a winning season difficult to achieve.



Course Descriptions

There are a total of 8 different courses. The layout of each course differs greatly, so familiarize yourself with each one to develop your racing strategy. Although the race order for the courses are preset in the Grand Prix, you can choose courses freely in the other race modes.

Helter Skelter

Helter Skelter is set in a futuristic port city under development called Namco Mirai 22. Freeway overpasses block your view, so memorization of the course is a must.

Edge of the Earth

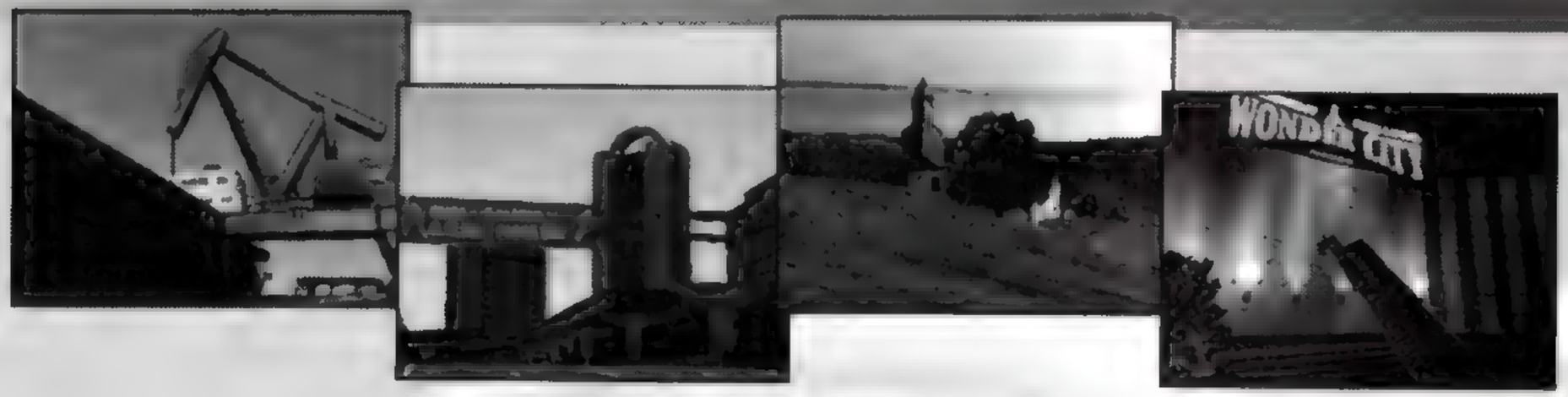
This is a night course with straight-aways and devastating hairpin turns that require excellent driving skills. Don't get too distracted by the beautiful night scenery!

Wonderhill

Wonderhill is a course that winds through gently rolling mountains. While the passing scenery is beautiful, there are plenty of curves to keep your eyes on the road.

Out of the Blue

While it shares a section of track with *Helter Skelter*, this track goes through a port area, so you'll see warehouses and cargo ships. Beware of the right-angle turn near the docks!



Phantomile

phantomile

Phantomile is the shortest course in the Grand Prix. Since the course is wider than the others, fast lap times will be determined by skillful and aggressive cornering.

Heaven and Hell

HEAVEN AND HELL

The first half of this course runs the same route as *Wonderhill*. The second half provides challenging curves that provide plenty of white knuckle racing thrills!

Brightest Night

This course shares a section with *Edge of the Earth*, but it's one of the longest in the Grand Prix with 2 vicious hairpin curves. You'll have to master them to ensure victory.

Shooting Hoops

SHOOTING HOOPS

Shooting Hoops is an oval course that sets the stage for the final race of the Grand Prix. Speed is of the essence on this track. Even small mistakes may cost you the race!

Technical Advice

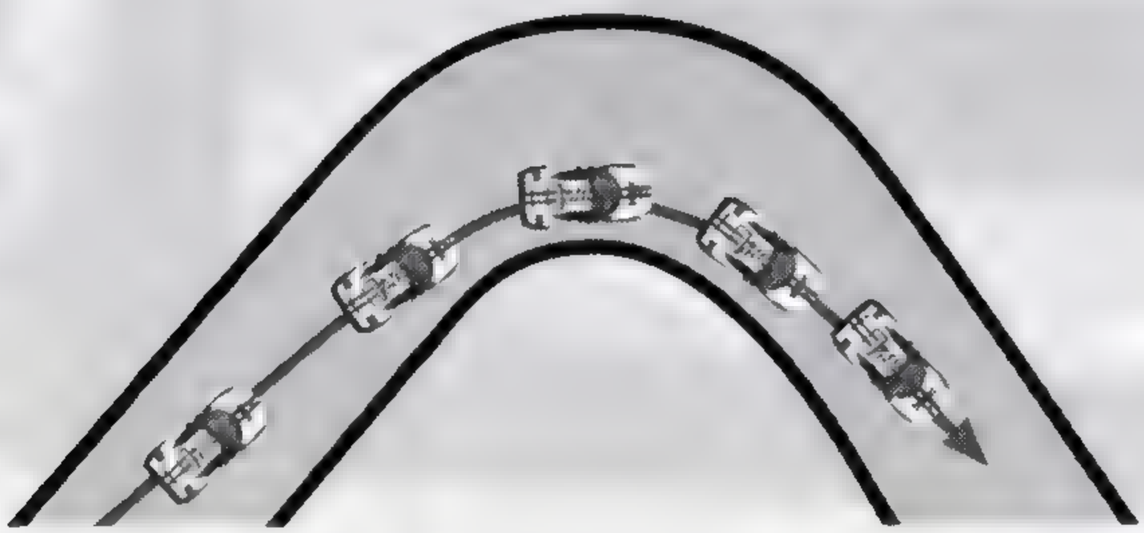
Acquaint yourself with the *Grip* and *Drift Cornering Methods*. These two cornering techniques form the basic backbone of racing strategies in R4. If you master them, you'll be on your way to ruling the courses!

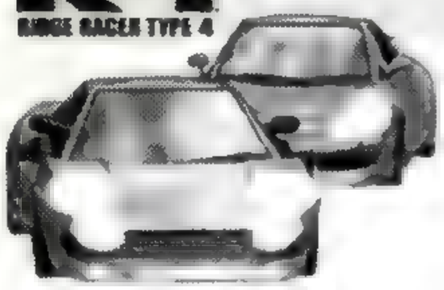
Grip Cornering Method

This technique employs reduced velocity controlled with the accelerator. Reducing accelerator input right before a corner will increase tire grip and enable you to quickly slip through it. As you clear the corner, increase accelerator input to increase your speed onto the straightaway.

When you attack corners, stay outside of the course at the start of the curve, and then come close as possible to the inside of the course at the apex of the curve. As you come out of the curve, move to the outside of the course again.

This cornering method works well with Age Solo and Terrazzi Cars.



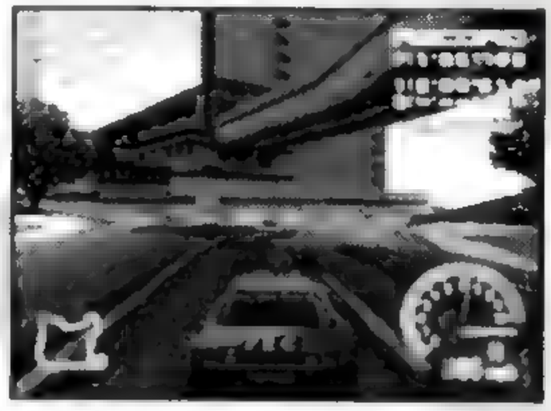


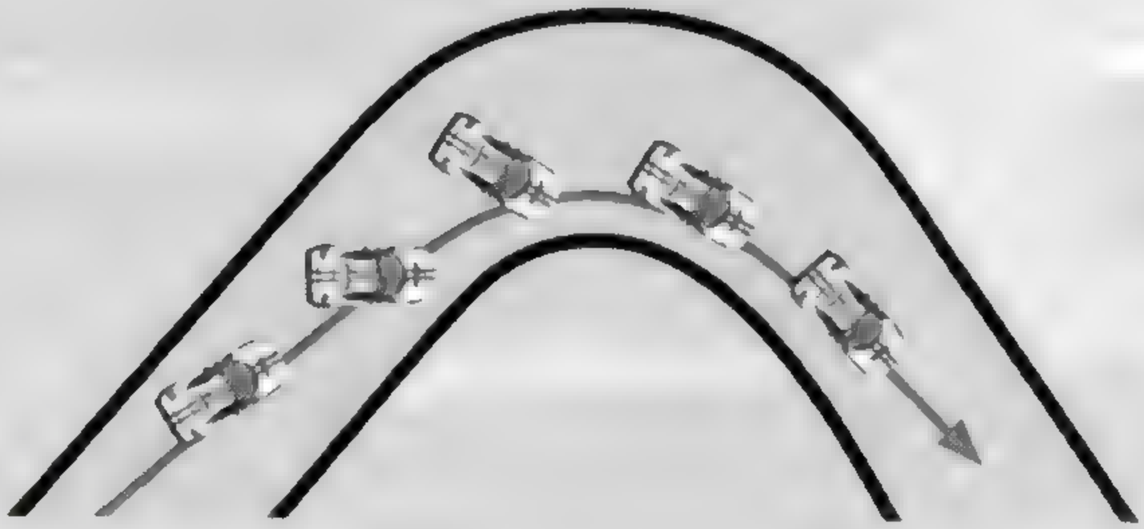
Drift Cornering Method

In the *Drift Cornering Method*, you must intentionally put your car into a controlled tail slide to negotiate a sharp corner. This method is well suited for cars by Assoluto and Lizard.

To use this method, turn steering sharply to the inside of the curve as you near the turn and ease up on the accelerator. By pressing the accelerator again, the tail of the car will slide, causing your car to "drift." The longer you release the accelerator and steering is turned into the curve, the stronger the tail slide will be when you reapply the accelerator.

After the tail slides, turn steering back towards the outside of the curve. As you exit the curve, let steering go neutral and press the accelerator to regain your speed.

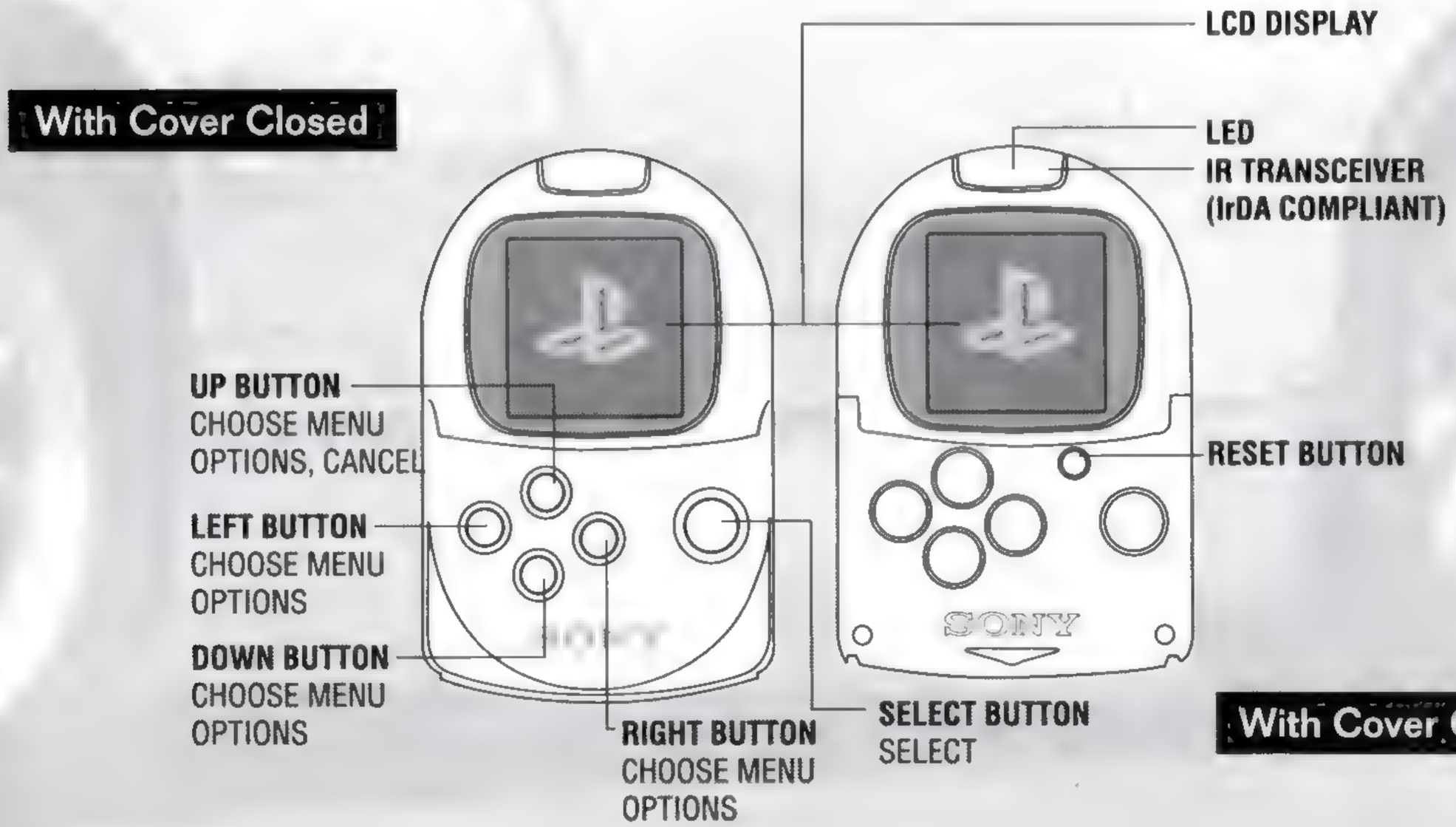




PocketStation

You can use the PocketStation with R4 to exchange cars earned in a Grand Prix with another PocketStation using infrared data transfer. To save the *R4 Garage Applet* onto a PocketStation, go to the *Save and Load* menu and select the *PocketStation* menu item. See the following pages for more information on setting up data transfers between two PocketStation.

* **Important Note: Using the *Save and Load* feature here only saves the *R4 Garage Applet* and not the actual R4 game data!**
* If you keep the PocketStation's SELECT Button held down for a few seconds, it will show a menu screen. You will then be given the option to *Exit* the PocketStation applet or *Continue* to use the applet.



Send Mode

This mode allows you to send data for cars you've earned in a Grand Prix to another PocketStation. (Your car data will not be erased when you do this.)

1. When the Title Screen is shown, press the SELECT Button to go to the *Send/Receive* menu. Choose *Send* using the up/down Directional Buttons and press the SELECT Button.

2. If car data is available, the *Team Select* menu is shown next. Choose the team using the left/right Directional Buttons and press the SELECT Button (If there is no car data available, you will be returned to the *Send/Receive* menu.). You can return to the *Send/Receive* menu by pressing up on the Directional Button.

Key to Team Abbreviations:

DRT	Dig Racing Team	**MMM**	Micro Mouse Mappy
PRC	Pac Racing Club	**RTS**	Racing Team Solvalou

3. If there is data available for the team you selected, the *Maker Select* menu will be displayed next (If there is no data available for the team you selected, you will be returned to the *Team Select* menu.). Choose the manufacturer using the left/right Directional Buttons and press the SELECT Button. You can also return to the *Team Select* menu by pressing up on the Directional Button.

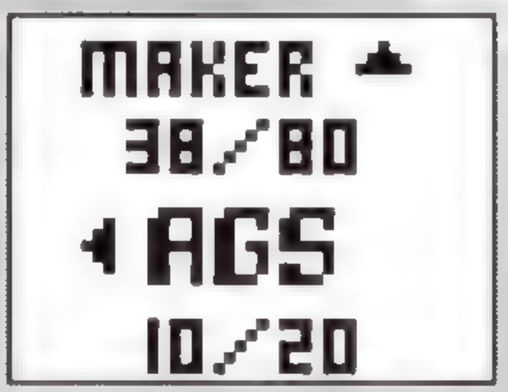
Key to Manufacturer Abbreviations:

AST	Assoluto	**LZD**	Lizard
TRZ	Terrazi	**AGS**	Age Solo

Title Screen

Send / Receive Menu

Team Select Menu



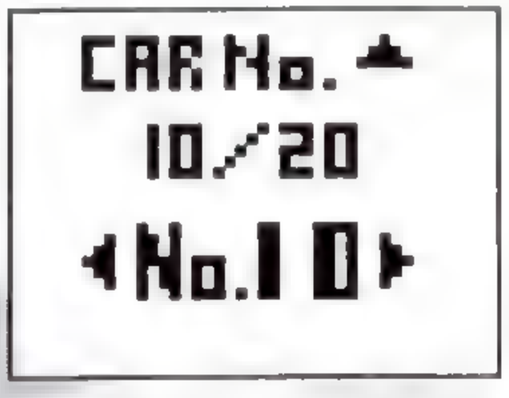
Maker Select Menu

4 If data is available for the manufacturer you selected, the *Car Number Select* menu will be displayed next (If there is no data available for the manufacturer you selected, you will be returned to the *Maker Select* menu.). Choose the car number using the left/right Directional Buttons and press the SELECT Button. You can return to the *Maker Select* menu by pressing up on the Directional Button.

5 Once you have completed the settings in numbers 1 through 4 above, the *Send Confirmation* menu is shown. If you want to send the car data, make sure the other PocketStation is displaying the *Receive Screen* and press the SELECT Button. If you want to make changes before sending the data, press up on the Directional Buttons. You will be returned to the *Car Number Select* menu.

Key to Abbreviations:
TM Team **MK** Maker

6 When the data transfer has been completed successfully, choose *Exit* and press the SELECT Button. Choosing *Retry* will bring you back to the *Send Confirmation* menu.



Car No. Select Menu

Send Confirmation Menu

Exit Menu

Receive Mode

This mode is used to receive car data sent in Send Mode.

1 Choose the *Receive* menu item from the *Send/Receive* menu and then press the SELECT Button. This will show the *Receive Start* menu. Press the SELECT Button to begin receiving data. The screen will show a message that it is receiving data.

2 When data transfer is completed, the *Receive Confirmation* menu is shown. Press the SELECT Button to return to the Title Screen to leave Receive Mode. If any data transfer errors occur, or if there is no data input for a specified length of time, a data reception error will occur. When this happens, you will be returned to the Title Screen.

Send / Receive Menu

Receive Start Menu

Transfer Complete Screen

Receive Confirmation Menu

Notes

Notes

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